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for play on the

Nintendo
ENTERTAINMENT SYSTEM™

INSTRUCTION MANUAL

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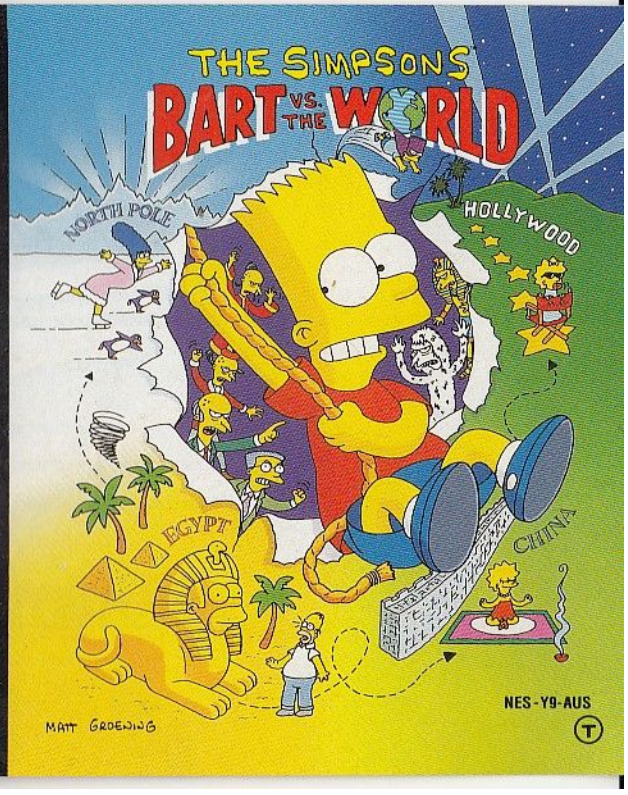

NES-Y9-AUS

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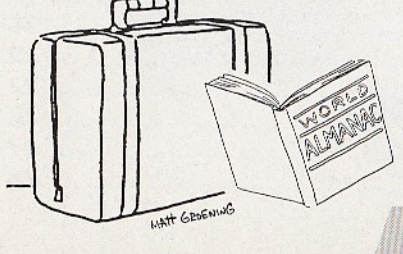
LAST-MINUTE CHECK

1. Make sure the power switch is OFF.

2. Insert the The SIMPSONS™: BART VS. THE WORLD game pak as described in your NINTENDO ENTERTAINMENT SYSTEM™ manual.

3. Turn the power switch ON.



SO YOU'VE WON A TRIP AROUND THE WORLD

The Worldwide Krusty Treasure Hunt works in two ways. Bart's primary goal is to collect the numerous cheap Krusty items that are scattered throughout the countries he visits.

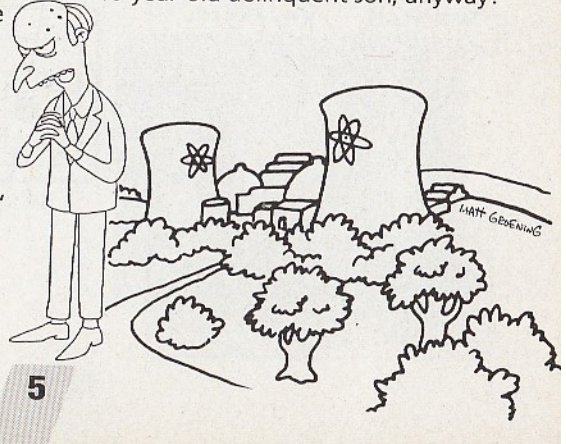
The second part of the Treasure Hunt concerns the rare one-of-a-kind Krusty licensed products. One of these items is hidden in each level of a country.

Sound simple? If only it were that easy.

You see, the art contest was actually a phony set up by its sponsor and judge, Mr. Montgomery Burns, Springfield's shady nuclear power plant owner. Sure, the whole scheme cost him a small fortune, but in the end, it'll be worth it. Because if all goes well, the Simpsons won't be coming back—ever.

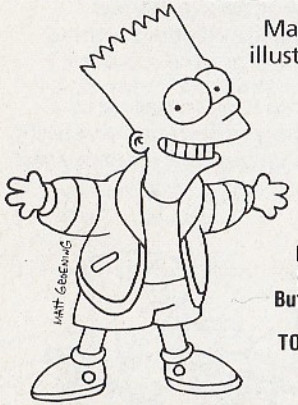
Burns has been losing millions of dollars for years, ever since Simpson was hired to work at the plant. Once Burns' loyal yes-man, Smithers, reminded him of this fact, Burns' course of action became clear: in order to save his fortune, the Simpsons had to be wiped off the face of the Earth! And since he naturally needs to keep his hands clean of such matters, Burns has enlisted his ruthless relatives around the world to help get the job done.

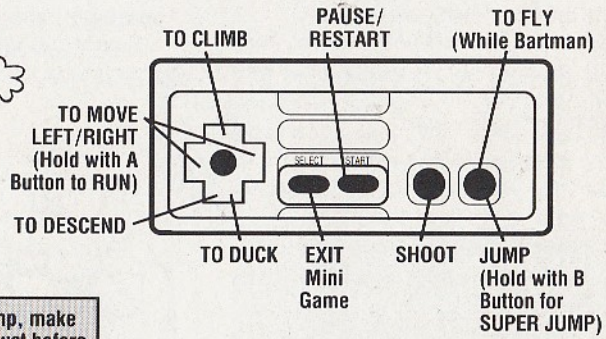
How hard can it be to get rid of a pathetic family of foul-ups and their 10-year-old delinquent son, anyway?



KEEPING BART UNDER CONTROL

Many have tried, few have succeeded. The following illustration shows you how to move Bart and control his actions throughout the game.



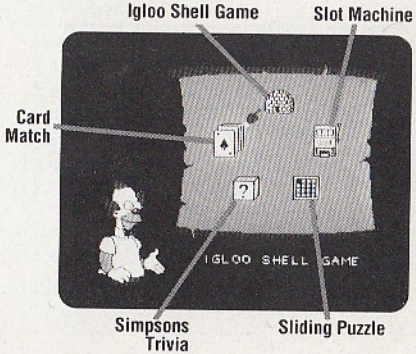


NOTE: For a super long jump, make sure you press A BUTTON just before you press B BUTTON. Otherwise you'll waste a shot.

ARE WE THERE YET?

OPTIONS AND SINGLE-SCREEN GAME PRACTICE

To begin the game, press Start when the Title Screen appears. You will then see the Options Screen. Choose "Practice" if you want to practice the Single-Screen games, or choose "Start" to get right to the introductory screens and full gameplay. Use the RIGHT or LEFT CONTROL PAD ARROWS to move Bart under your options choice, and press the A BUTTON to select it.

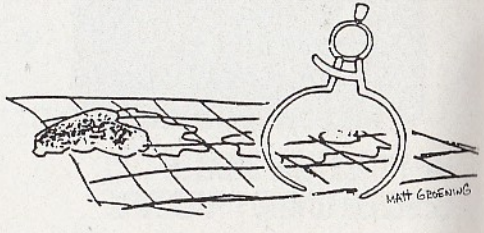


If you choose "Practice," you'll next see the Single-Screen Game Practice Map. Use the CONTROL PAD ARROWS to move the hand-pointer to the appropriate game icon and press either START, A or B to begin a game. (See "Single-Screen Games" on page 23-26 for details on how to play them.)

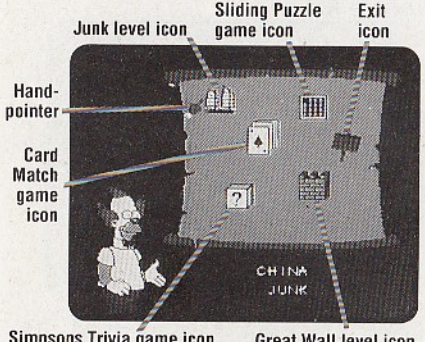
NOTE: To leave the Single-Screen Game Practice Map, press SELECT, which brings you back to the Options Screen. If you're playing a game and wish to quit before it's through, pressing SELECT will take you back to the Practice Map.

STARTING GAMEPLAY

If you choose "Start" on the Options Screen, the game will begin and the introductory screens will appear. The A BUTTON will move you quickly through the introductory screen text. Pressing START will bypass the introductory screens entirely.



THE MAP SCREENS



Each country the Simpsons visit consists of a combination of gameplay levels and Single-Screen games. These levels and games are represented by icons on the Map Screens that introduce each world.

To move the hand-pointer, use the CONTROL PAD ARROWS.

To enter a level or game, press either START, A or B once the hand-pointer is on the desired icon.

To exit a Single-Screen game at any time (even if you haven't finished playing it) press SELECT, which returns you to that country's Map Screen.

NOTE: Each country's levels have a fixed order. You won't be able to enter a level until you've completed the level that precedes it (see the country and levels descriptions on pages 18–22).

In order to complete a country, you must finish all the gameplay levels. You may play the Single-Screen games as often as you wish until you've won.

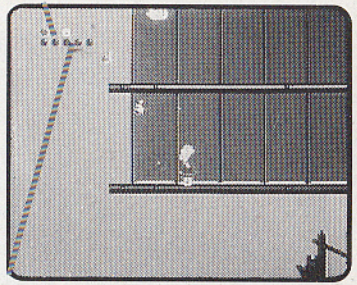
IMPORTANT: To exit a gameplay level, look for the "Map" sign located somewhere within the level.

When a level or a game has been completed, it will fade on the Map Screen and you won't be able to return to it. When you've finished all of a country's levels and have returned to the Map Screen, move the hand-pointer to the Exit icon, which is now highlighted. Then prepare to meet the Burns boss.

NOTE: Until a country's gameplay levels are completed, the Exit icon will be faded and will not work.

THE STATUS AREA

Lives will flash here



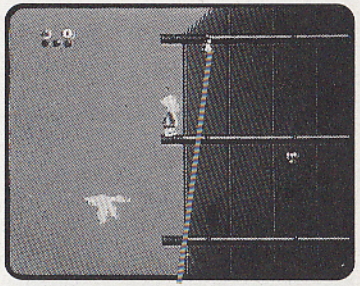
Power Meter: number of hits left in current life

The Status Area keeps you updated on Bart's lives, the number of shots he has remaining and his energy. Throughout most of the game, Bart's energy and shots remaining will be displayed. The number of lives he has left will flash and temporarily replace the shots icon only at the beginning of a level or when Bart picks up an immediate extra life or when he loses a life (see "Lives on the Road" on page 15).

NOTE: Bart's current number of lives can be viewed at any time during gameplay by pausing (pressing START).

WEAPONS

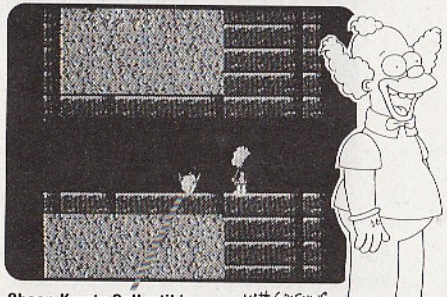
Thanks to his trusty firecracker balls, Bart can shoot at almost everything: enemies, objects being thrown at him, or obstacles blocking his way.



Bag of ammo

Bart begins each level unarmed. To keep him equipped with an ample supply of fire-cracker balls, be sure he picks up the bags of ammo as he comes across them. 1 bag =10 shots.

CHEAP KRUSTY COLLECTIBLES



Cheap Krusty Collectible

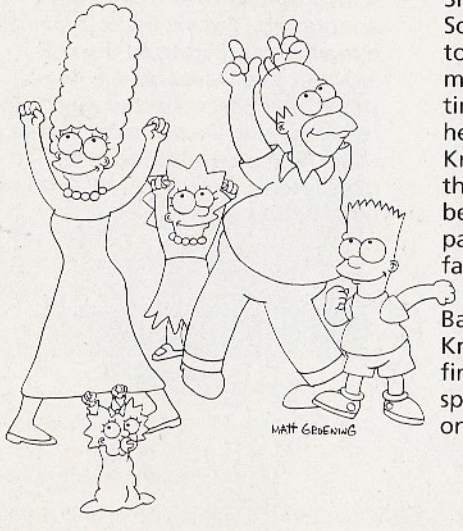
They're mass-produced and all over the place. Collect as many as you can. Some are hidden, some are out in the open and some require action on Bart's part to reveal them. So look everywhere.

You'll also receive these cheap Krustys as a reward for winning a Single-Screen game. Amounts vary from game to game.

The number of Krustys you collect and win will be added up when you're through playing a country and defeating its Burns boss. For every 15 cheap Krustys you collect, Bart gets 1 extra life. (See "The Tally Screens" on page 14 and "Lives on the Road" on page 15).

ONE-OF-A-KIND KRUSTY MERCHANDISE

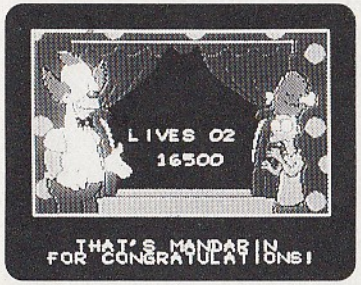
These items are the real treasures of this trip. They're rare and unique and there's only one in each level of a country. Bart's too busy trying to



stay alive, so look to the other Simpsons to help him find this stuff. Sometimes Bart just has to find and touch another Simpson family member to get his item. Other times they'll help Bart with an action he needs to perform to get at the Krusty product. It's also possible that the appearance of the item might be delayed, or Bart'll have to get past obstacles to get to a Simpson family member.

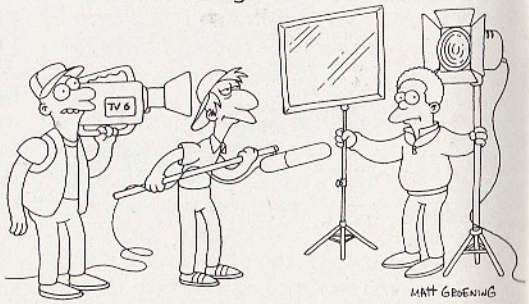
Bart doesn't need these unique Krustys to finish a country, but if he finds them all, there's an extra-special surprise in store for him later on in the game.

THE TALLY SCREENS

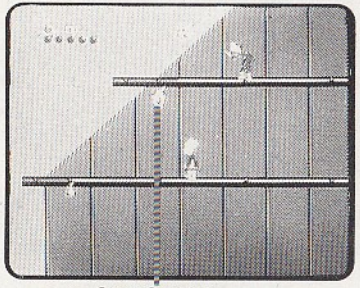


When Bart successfully completes the levels in a country, a Tally Screen will appear. Krusty and Sideshow Mel will broadcast live via satellite the results of Bart's efforts in that country.

The cheap Krusty collectibles will be added up and their point totals announced. So will the number of extra lives earned from the collectibles (see "Lives on the Road", page 15).If Bart collected any of the one-of-a-kind Krusty items in that country, those point totals will be displayed as well. Then it's time to hit the road again.



LIVES ON THE ROAD



Grape Squishee

Bart starts out with 3 lives. He can sustain 5 hits per life. The fifth time Bart is hit, he loses that life.

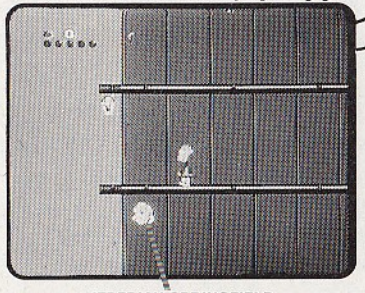
Bart will lose one full life any time he falls into any body of water or liquid, or if he plunges into a bottomless pit.

An immediate extra life can be earned in a level for every big diamond Bart collects. Fifteen cheap Krusty collectibles will add up to one extra life when totalled on the Tally Screen at the end of a world (see "Tally Screens" on p. 14). These lives carry over into the next country visited, and will flash in the Status Area when Bart begins his first level there (see "The Status Area" on page 10).

Grape Squishees, Bart's favourite Kwik-E-Mart drink, add extra energy to his power meter.

During gameplay, you can view Bart's current number of lives by pausing (pressing START).

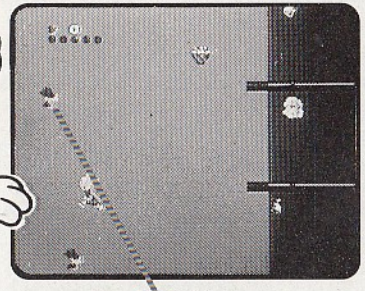
THE HEAD OF JEBEDIAH SPRINGFIELD



JEBEDIAH SPRINGFIELD

If Bart touches the head of Springfield's founding father, he'll flash and become invincible for a short period of time. Keep in mind though, that falls into bottomless pits and bodies of water can still take away a life.

BARTMAN



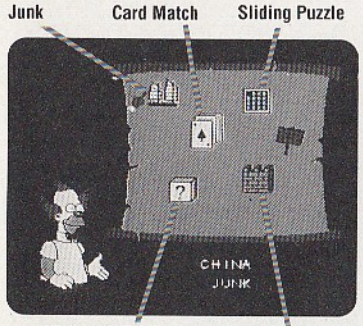
Bartman icon

There's a Krusty collectible just out of reach. You need to get somewhere in a hurry. This looks likes a job for Bartman!

All Bart needs to do to transform into his super-heroic alterego is to find the Bartman hood + cape icon. He'll have the power of flight with the help of the CONTROL PAD ARROWS and the A BUTTON. Try to grab as much out-of-the-way stuff as you can, because when Bartman begins to flash, his time is about to run out. He'll be invincible during this brief transition period, so make sure he gets back to safe ground and doesn't fall to his doom.

CHINA

Fu Manchu Burns



China, a land of tradition. A land of mystery. A land of over 1 billion people. A land that really doesn't need 5 more people named the Simpsons.

Mr. Burns' Asian relative, Fu Manchu Burns, is determined to make sure of that. Fu's got his claws into everything, and Bart will have to work hard to survive this first stop on his trip.

One man's junk is another man's boat. Warriors abound on this seaworthy vessel. The Chinese invented fireworks and they're not afraid to use them. Firecrackers, pop bottle rockets, cherry bombs, you name it. There's even an angry Peking Duck or two flying by to get in Bart's hair. The best advice for Bart upon seeing a duck—duck!

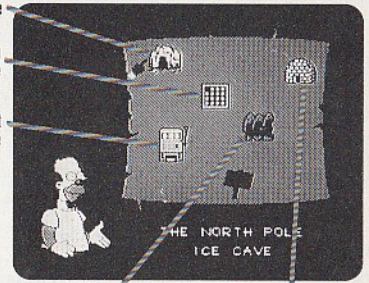
The Great Wall

Welcome to the Great Wall. It's over 2,000 years old and it's hundreds of miles long. Is it a marvel of ancient architecture and a tribute to the perseverance of the human spirit? Or is it just one long primo skateboarding ramp? Bart's already made his decision, so watch out for those innocent tourists, potholes and the occasional fire-breathing dragon.

NORTH POLE

The Abominable Snow Burns

This remote frozen region of the Earth is almost uninhabitable by humans. Legend has it, however, that a strange and hideous creature—half-man, half-beast, half-Burns—occupies the territory. There are even reported sightings of a peculiar, slightly chilled, 3-eyed fish.

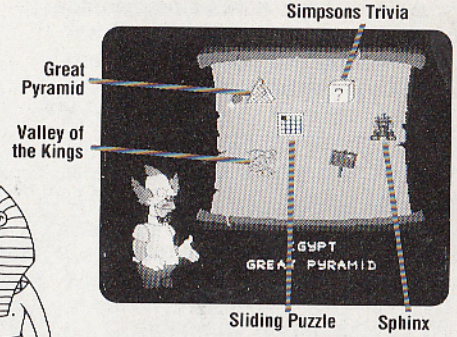


The Ice Cave

Lots of ledges and crevasses to explore here. The Abominable Snow Burns seems to have all the elements at his disposal, so pay attention to falling stalactites and blowing snowflakes, and don't let any obstacles get in your way. You'll also find some bubbles on the rise. Remember: choose your bubbles wisely.

The Frozen River

Keep Bart hopping on those ice floes. That water feels even colder than it looks...and it looks pretty cold. Also, take a look upwards every now and then to see if any feisty sea gulls are moving in for the attack.



EGYPT

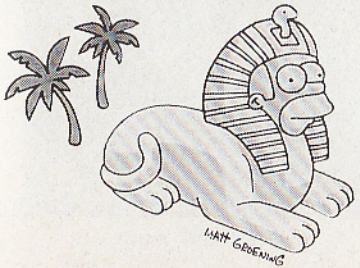
Ramses Burns

No one knows for sure how long Ramses has been the pharaoh of all pharaohs, but in a previous life he's said to have been a power-mad dictator. Nice to know some things never change. He'd better brace himself for his encounter with Bart, though: when that time comes he'll be hanging on to his throne by a thread.

The Great Pyramid

The mystery is almost as old as time itself: how, exactly, were the pyramids built? Is there a curse on all those who enter through its walls? Well, if you consider a visit from Bart Simpson a curse (and many do), that's one ancient mystery solved.

The Great Pyramid is heavily guarded by a group of soldiers who bear an uncanny resemblance to a certain Burns sidekick. Rolling boulders, bats and deadly pools of boiling water are just a few of the hazards here. On the plus side there are hidden rooms and a very tricky set of magical blocks.



The Valley of the Kings

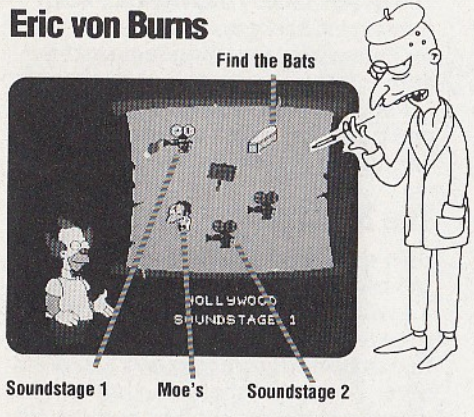
The desert sand is treacherous; keep moving. If Bart gets in over his head, he loses a life. Spinning sandstorms aren't uncommon in this neck of the Sahara, and neither are secret rooms and passages, which you should definitely keep an eye (and ear) out for.

The Sphinx

How does it go again? The Sphinx has the body of a lion and the head of a...*what*...? Well, Bart will find out soon enough, but first he's got to do a fair amount of climbing and exploring here. A word to the wise, though: the cobras are restless tonight and they're spitting mad.

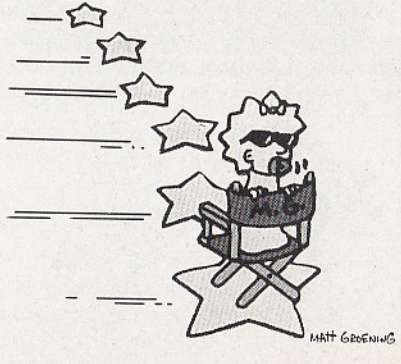
HOLLYWOOD

Eric von Burns



What's that? You say Hollywood isn't a country, it's a city? Well, there are a lot of people who'd go even further and say it's a different planet altogether.

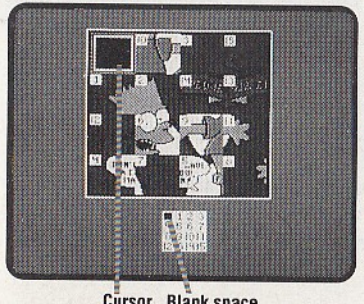
That world-famous film director, Eric von Burns, calls the shots here. Bart may think he's on some make-believe movie sets, but the line between illusion and reality can be a blurry one. There are two soundstages to deal with here and to find out more about the magic of movie making, Bart'll have to take a starring role.



SINGLE-SCREEN GAMES

You'll find them in every world. Play them as often as you like until you win. They pay off in cheap Krusty collectibles.

SLIDING PUZZLES



Each picture has been divided into 15 pieces and scrambled. There is one blank space. The pieces are numbered, and the order in which they must appear to get a completed picture is shown in the diagram on-screen, just below the picture.

Use the CONTROL PAD ARROWS to position the cursor over the piece you'd like to move. Then press the A BUTTON and the piece will move into the blank area. To move more than one piece at a time (in the same direction), position the cursor at the last piece in the row and press the A BUTTON.

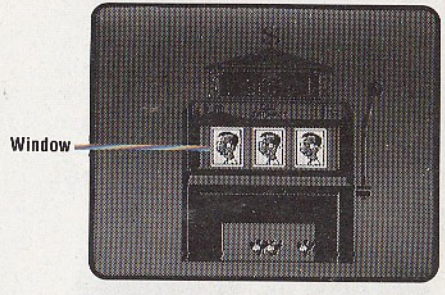
Keep trying until you get it right, or until your mum calls you for dinner—whichever comes first.

SIMPSONS TRIVIA

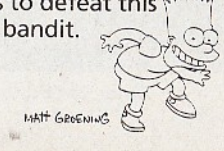
Hand-pointer

How much do you really know about the Simpsons? Maybe not as much as you think. Use the UP or DOWN CONTROL PAD ARROWS to move the hand-pointer to the answer you'd like to choose. Then press the A BUTTON and find out if you're right. You get 3 questions each time you try and you have to correctly answer all 3 to win.

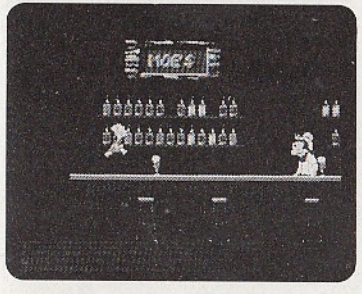
SLOT MACHINE



Line up 3 of the same Simpsons characters to hit the jackpot. Press A BUTTON to stop each spinning window and land the character of your choice. All it takes is a one-finger press to defeat this one-armed bandit.

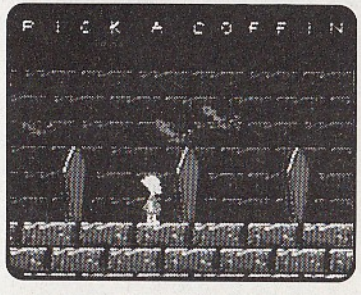


MOE'S



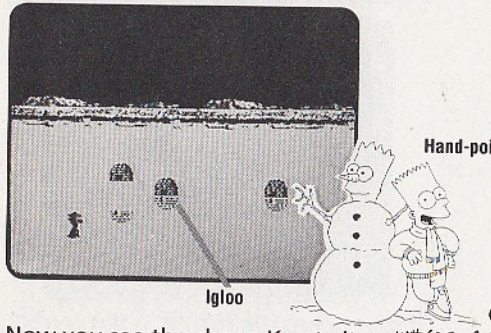
Moe's gone west! Keep Bart hopping with the A BUTTON to avoid Moe's sliding obstacles and to collect the cheap Krusty items as they go by. Use the RIGHT and LEFT CONTROL PAD ARROWS to move Bart, but he can only collide 1 time before you have to try again, partner.

FIND THE BATS



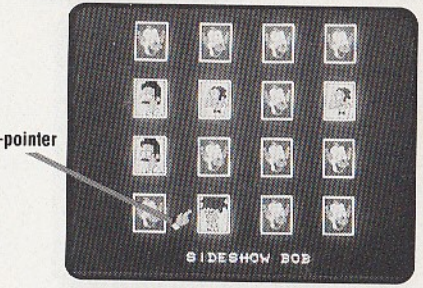
If Bart opens the coffins in the correct order, he'll find the bats and win 3 Krusty collectibles. Move Bart over to a coffin and press the B BUTTON to open it. Guess wrong and Bart'll be sorry.

IGLOO SHELL GAME



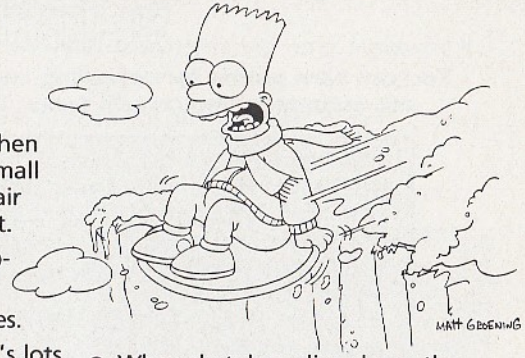
Now you see the cheap Krusty item, now you don't. To help guest gameplayer Maggie find it, use the RIGHT and LEFT CONTROL PAD ARROWS to position her near the igloo of your choice. Then press the A BUTTON to see your guess.

CARD MATCH



Concentration's the name of this game. Use the CONTROL PAD ARROWS to move the hand-pointer to the Krusty playing card you want to flip. Then press the A BUTTON to flip it and reveal the Simpsons character on the other side. You get 5 tries to make a matching pair. The object is to clear the entire screen before you run out of chances.

TRAVELER'S TIPS



- To stop Bart from skidding off when he lands on a platform (especially small ones), try to make him turn in mid-air so he'll land backwards and stay put.
- If it looks too far to jump, it probably is, so use the super-jump.
- Try climbing in non-obvious places.
- Explore your surroundings; there's lots of places to go and enter into.
- Study your geography and terrain; there may be a place or two where you might want to take a leap of faith.
- Use the firecracker balls wisely, but experiment by firing them at obstacles you wouldn't normally consider using them on.
- When skateboarding, learn the course and make your jump when you first hit the ramps, for maximum effectiveness.
- Some situations may start out being dangerous, but stick around and be patient—there may be some good with the bad.

SCORING

You can earn points for defeating enemies, picking up collectibles and accomplishing certain tasks. Here's what they're worth:

COMPLETE LEVEL	10,000
BURNS RELATIVES	5,000
ONE-OF-A-KIND KRUSTY ITEM	2,000
BARTMAN	500
BIG DIAMONDS (EXTRA LIFE)	500
GRAPE SQUISHEE CUP	300
JEBEDIAH HEAD (INVINCIBILITY)	200
ENEMIES WITHIN LEVEL	150
CHEAP KRUSTY COLLECTIBLE	100
SMALL DIAMONDS (POINTS ONLY)	100

"THE SIMPSONS: BART VS. THE WORLD" Developed by Imagineering Inc. Glen Rock, NJ

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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.

2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.

3. Do not clean with paraffin, paint thinner, alcohol or other such solvents.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, neither Nintendo nor Acclaim Entertainment, Inc. will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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NOTES:

WARRANTY

In the event of a defect in materials or workmanship being detected in this product, Playcorp Pty. Ltd. ("Playcorp") warrants to the original purchaser to repair or replace the product (at the discretion of Playcorp) at no cost to the purchaser, provided it is returned to one of our offices or agents.

This warranty does not apply where the product has been damaged after sale to the original purchaser by incorrect or unreasonable use, negligence, modification or by damage not related to defects in materials or workmanship.

This product is sold subject to all warranties implied pursuant to the provisions of the Trade Practices Act 1974 (Commonwealth).

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